

# THE HOSPITALER

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A Fighter Archetype For Those Who Want To Help  
Their Allies Sustain Themselves On The Battlefield

# THE HOSPITALER

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xperts of the sword are known for their dedication to death. There are few who want to enter into a fight with a gladiator, champion, or knight. The Hospitaler, on the other hand, is dedicated to life. They take an oath to spend their lives aiding others, including keeping their allies alive on and off

the battlefield.

The Hospitaler is a fighter archetype that you may select at the third level.

## THE OATH OF THE HOSPITALER

- **Poverty:** Share what wealth you earn with those who need it, keep only that which you need to continue as a hospitaler, and for others in the order, should they need it.
- **Obedience** There are no ranks in our order, but there is always those in charge and those who are not. Defer to those currently leading when the need calls for it, but so too be ready yourself to lead.
- **Defend the Weak:** The weak, poor, homeless, and infirm are often without friends or family. Our cause seeks to improve their situations whenever possible.

## BONUS PROFICIENCIES

You gain proficiency with Wisdom (Medical), and with the Healer's Kit. Your proficiency bonus is doubled for any ability check you make that requires a Medical check or the use of a Healer's kit.

Additionally, you can use the Healer's kit to stabilize a creature as a bonus action.

## MERCIFUL RELIEF

Starting at the 3rd level, whenever you take a short rest roll 2d4. Any ally who uses hit dice to heal during a short rest also gains that number of temporary hit points.

This increases to 2d8 at 10th level.

## COMBAT MEDIC

Starting at the 3rd level, as a reaction to an ally being hit by an attack but before the damage is rolled, you may grant that ally temporary hit points equal to half your fighter level plus your proficiency bonus.

## HOSPITALER'S REPRIEVE

Starting at the 7th level, whenever an ally within 60 feet starts their turn affected by at least one ongoing condition that can be removed with a saving throw, they can immediately make a saving throw to end one effect of their choice.

## COMFORTING RESPITE

Starting at the 10th level, whenever one of your spells or abilities grants an ally temporary hit points, add your Wisdom modifier to the temporary hit points gained.

Whenever an ally benefits from your **Merciful Relief** trait and they are affected by an ongoing spell or condition that can be ended with a saving throw, they may make a saving throw to end one effect of their choice.

## HEALING REPRIEVE

Starting at the 15th level, if you roll your initiative and have fewer than half your total hit points, you may spend any number of your remaining hit dice to heal.



## CREDITS

**Author:** Bryan Holmes

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